

The points scored by destroying a brick depend on the colour; 5 points are awarded for black (i.e. invisible) bricks and for white bricks, 10 for red bricks, and so on up to a maximum of 75 points. Press **M** to make a brick multi-hit, **I** to make it indestructible, or **R** to make it reflect lasers. Invisible bricks are created by pressing **M**, **I**, or **R** when black is selected. Press **B**, **O**, **N**, **U** or **S** to draw a bonus brick.

F1 moves on to the next screen; **F3** goes to the previous screen. You cannot access the built-in screens. Press shift and **Clr/Home** to erase all the bricks on the current screen.

There are various additional parameters that need to be defined for each screen. Press **Return** to select the first parameter, then use the **Up/down** key to step through the parameters, and **Left/right** to change the values.

initspd	the initial speed of the ball, in the range 4 to 16
maxspd	the maximum allowable ball speed on this screen, in the range 4 to 16
aliens	there are 8 alien types; up to six aliens are allowed on any screen, no more than 4 of any one type
bombs	the rate at which aliens drop stun bombs, 0 to 8
to kill	the number of times a multi-hit brick must be hit before it is destroyed, 2 to 9

Press **F8** to save the screens to your own disk or tape - do not write to the program disk/tape. Only one set of screens can be saved to a disk - press **F5** to format a blank disk.

Reset the computer and load the game to play the screens you have saved.

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HOW TO PLAY IMPACT

GETTING STARTED

To load the program from tape hold down the shift key and tap **Run/Stop**. Disk users should type **LOAD":",8** and press **Return**, then type **RUN** and press **Return** again.

The object is to demolish the wall on each screen - there are 80 in all. After every tenth screen a password is displayed - use the passwords to skip screens that you have already conquered. When the program has finished loading you will be given the option of loading your own screens - remove the program disk/tape and insert the disk/tape with the screens that you have designed.

If you are using a joystick, plug it into Port 2, however you can also play using the keyboard - use **A** and **S** (or **:** and **;**) to move left and right, **Shift** or **Space** in place of the joystick fire button, and **Return** or **Run/Stop** instead of pulling the joystick back. Start the game by pressing **Fire**. To begin on a later screen press **F1**, then enter the password for that screen.

Press **Fire** to launch the ball (after 2 seconds the ball will launch automatically). Use the joystick to move the bat left and right to hit the ball against the wall. If you miss the ball you lose it - you start the game with five. Whenever the ball is caught on the bat you can adjust its position by pulling the joystick back. Most bricks are destroyed with a single hit from the ball, some need to be hit more than once, and others are indestructible. On some screens you will encounter invisible bricks.

ALIENS

Various alien life forms move about the screen as you play. Although they are not harmful, they can interfere by deflecting the ball. On some screens the aliens drop yellow stun bombs - if one of these hits the bat it is paralysed for about a second.

Aliens are destroyed on contact with either the bat or the ball. Each alien destroyed scores 100 points.

TOKENS AND WEAPONS

Some bricks contain tokens which can be used to purchase weapons - so catch them if you can. Any tokens unspent at the end of a screen score 1000 points each (maximum 9000 points). The nine available weapons are represented by icons, and the weapon currently available for purchase is highlighted. Pull the joystick back to buy it.

Slowdown - 1 token

Reduces the speed of the ball to 75% of its current speed. Can be selected more than once if you collect more tokens.

Magnet - 2 tokens

Allows you to catch the ball and hold it (for about 2 seconds).

Divide - 3 tokens

Splits the ball into three.

Wide - 4 tokens

Enlarges the bat (the extension is not vulnerable to stun bombs).

Torch - 5 tokens

Lights up invisible bricks

Laser - 6 tokens

When selected you can fire laser bolts by pressing the fire button. Beware, some bricks reflect laser bolts back onto the bat.

Smart bomb - 7 tokens

All aliens are removed from the screen and do not reappear - once you have selected this icon activate the bomb by pressing the fire button.

Missile - 8 tokens

Up to three missiles can be launched, one at a time, by pressing the fire button. Missiles can destroy multi-hit bricks with a single hit.

Force field - 9 tokens

A force field encircles the ball, allowing it to smash through bricks and aliens without being deflected. When surrounded by the force field the ball can pass through, but not destroy indestructible bricks.

All weapons other than *torch* are lost when you lose a ball, or at the end of the screen. Some cannot be used together, e.g. *laser* and *missile* or *magnet* and *divide* - choosing one will cancel the other.

BONUSES

An extra ball is awarded after 50,000 points have been scored, and for every 50,000 points thereafter. On some screens you can gain a bonus by destroying, in order, bricks marked with the letters B-O-N-U-S.

STOPPING THE GAME

You can pause the action by pressing **F1**. Press **Fire** to continue, or **F7** to abort the game.

DESIGNING YOUR OWN SCREENS

There are 48 user-definable screens (81-128); the password for screen 81 is *user*. The screen designer is on the other side of the tape, and can be loaded by pressing shift and **Run/Stop**. To load the screen designer from disk enter **LOAD"DESIGNER",8** and press **Return**. It has a built-in help screen - just press the **F7** key. Use the cursor keys to move around the screen and press the space bar to draw a brick in the currently selected colour. Use **+** and **-** to cycle through the available colours (use black to erase a brick you have previously drawn).